

PixterTM
Software



Fisher-Price

Owner's Manual

Model Number: 73653





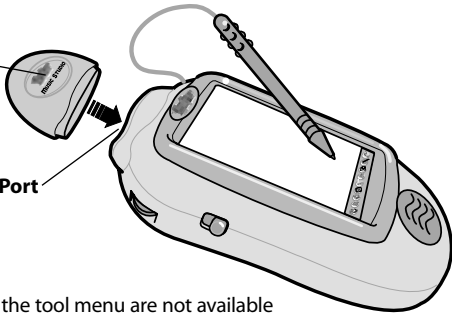
Let's Go!

Before inserting a software cartridge, turn power off! Insert the software cartridge into the software port. Turn power back on.

Music Studio™

Software Cartridge

Software Port



- Some of the tools on the tool menu are not available for use during some activities or games. If a tool is not available for use, you will hear a tone. The Home (🏠) and the Save It (and Volume Control) (📖) tools are always available for use.
- Please keep this manual for future reference, as it contains important information.

IMPORTANT! If the tip of the stylus and the image on screen do not align, it's time to calibrate them! Please refer to page 31, Calibrating the Stylus.



Music Studio

Choose an activity or game from the Home Screen: **Instrument Mix-Up**, **Sound Sprites**, **Build-a-Band** or **Musical Memory**. Touch the activity or game on the screen with the stylus.



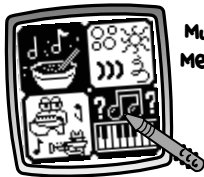
Instrument Mix-up



Sound Sprites



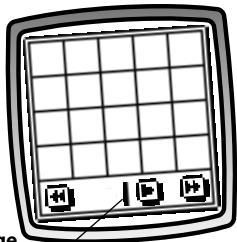
Build-a-Band



Musical Memory



Instrument Mix-Up

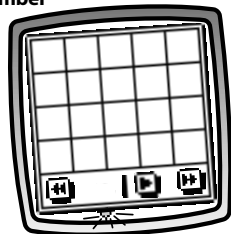



Page
Number

- You will start with a blank grid for your first page of music.

Hints:

- Note the number on the bottom center of the screen. This is the page number of the song you are working on.
- You can compose up to 12 pages for your song.



- The blinking arrow on the bottom of the screen encourages you to choose the Stamp It  tool on the tool menu with the stylus.
- Use this tool to fill the grid with musical stampers.



Choose from 20 different musical stampers!



Drum



Synthesizer Bass



Fairy



Electronic Drum



Lead Synthesizer



Space



Heavy Metal Drum



Synthesizer Arpeggio



Honk



Ethnic Drum



Choir



Twinkle



Bass Guitar



Lead Vocal



Piano



Machine



Lead Violin



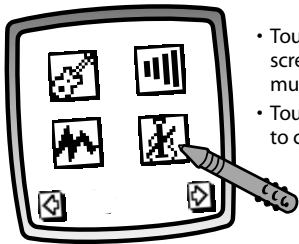
Harmony



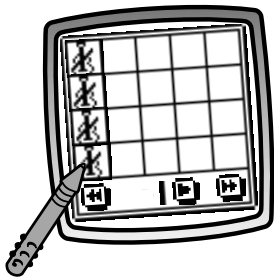
Cello



Lead Flute

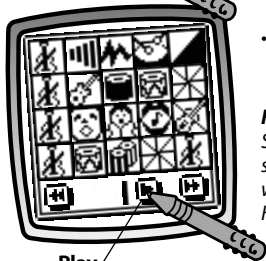
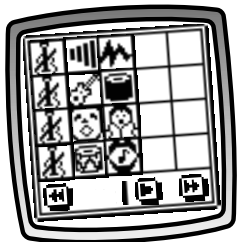


- Touch the arrows on the bottom of the screen with the stylus to view each of the musical stampers.
- Touch the screen with the stylus to choose.




- You're back to the blank grid. Fill in the first row (going down) with one or more musical stampers. Touch a box on the grid with the stylus to place the musical stamper in it.

Hint: When placing musical stampers on the grid, keep in mind that the four musical stampers in the first row (down) will play together. The next row (down) of musical stampers will play together as well, after the first row.






Play

- Touch the Stamp It  tool on the tool menu with the stylus to choose more musical stampers to fill the grid.

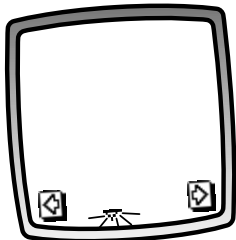
Hint: Touch the double arrows in either bottom corner to compare another page of music (up to 12).


- Touch the play arrow on the bottom center of the screen with the stylus to hear what you've created!

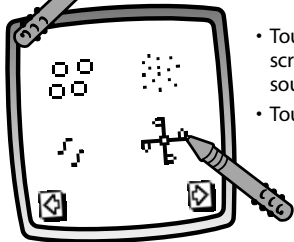
Hint: You can save or erase your song. Touch Save It  (you can save your most recent song) or Erase All  on the tool menu with the stylus. After you are finished, touch Home  to return to the Home Screen.



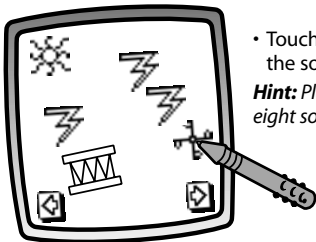
Sound Sprites



- You will start with a blank screen. The blinking arrow on the bottom of the screen encourages you to choose the Stamp It  tool on the tool menu with the stylus.

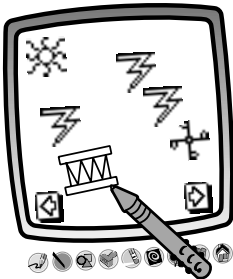


- Touch the arrows on the bottom of the screen with the stylus to view each of the sound sprites.
- Touch the screen with the stylus to choose.





- Touch the screen with the stylus to place the sound sprite on the screen.

Hint: Place the same sound sprite or up to eight sound sprites in total on the screen.




- If you'd like, use any of the tools on the tool menu to make your musical scene!

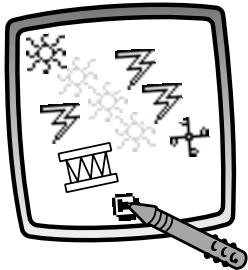
"Pencil" Tool 

Straight Line 

Shape Maker 

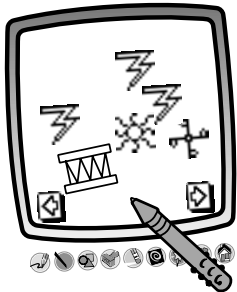
Special Effects Selector 

Hint: Refer to pages 22-30 for detailed information on each tool.








- Touch the play arrow on the bottom center of the screen to hear and see fun sounds and animation.

Hint: The sound sprites will “play” in the order in which you placed them on the screen.

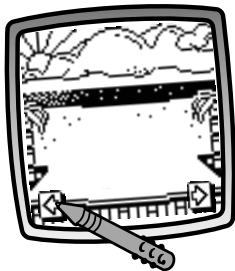


- Touch the screen with the stylus to stop the fun sounds and animation at any time.

Hint: Add to your scene using more *sprite stampers* (touch the *Stamp It*  tool or any of the other tools on the tool menu; or *Save It* , *Erase It*  or *Erase All* . If you’re ready for another activity or game, touch *Home*  on the tool menu with the stylus to return to the Home Screen.



Build-a-Band



- Touch the arrows on the bottom of the screen with the stylus to view locations for your band. Each location has a different style of music!
- When you find a location that you like, touch the screen with the stylus.

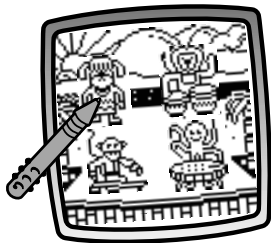


- A set of players for your band will appear and begin playing.

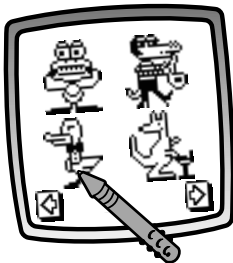


- Touch the play arrow on the bottom center of the screen with the stylus for a fun song and animation!

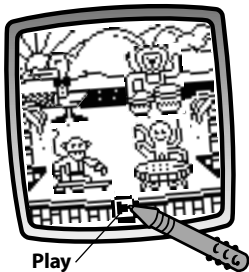
Hint: Touch the screen with the stylus to stop music and animation at any time.




- You can change one or all of the members in the band.
- Touch any band member with the stylus.



- Touch the arrows on the bottom of the screen with the stylus to view new band members.
- When you find a new band member that you like, touch the screen with the stylus to make your selection.



- Touch the play arrow on the bottom center of the screen for a fun song and animation.

Hint: If you're ready for another activity or game, touch Home  on the tool menu with the stylus to return to the Home Screen.



Musical Memory

Can you repeat the sounds in the correct order? Choose a level of play:
Learn the Sounds, Follow the Sound and Animation or Follow the Sound.

Learn the Sounds

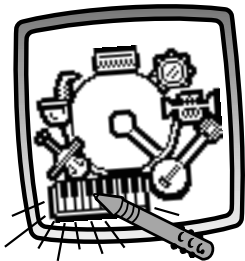


**Follow the Sound
and Animation**


Follow the Sound



Learn the Sounds

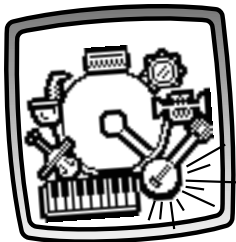


- Touch each of the instruments to hear its sound.

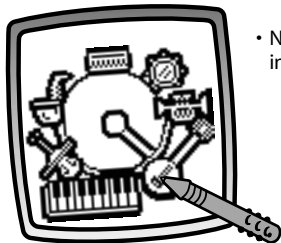
Hint: If you're ready to go onto the next level, touch Home  on the tool menu with the stylus to return to the Home Screen. Touch the Musical Memory game on the home screen with the stylus. Then select a new level of play: Follow the Sound and Animation or Follow the Sound.



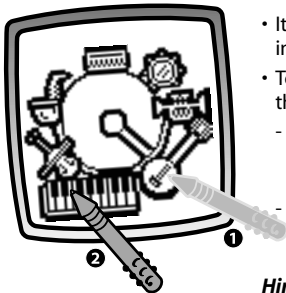
Follow the Sound and Animation



- Listen and watch an instrument play.



- Now it's your turn to touch that instrument with the stylus.



- It's Pixter's turn to play two instruments in a specific order.
- Touch the instruments with the stylus in the same order they were played.
 - **If you select correctly**, Pixter will add another instrument to the sequence and you continue playing. **Great job!**
 - **If you select incorrectly**, the instruments fall apart. Let's start again! Try to beat your score the next time.

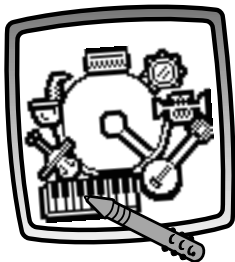
Hint: You must copy the sequence of the instruments playing. Touch the instruments on the screen with the stylus in the same order in which you have seen and heard them play.



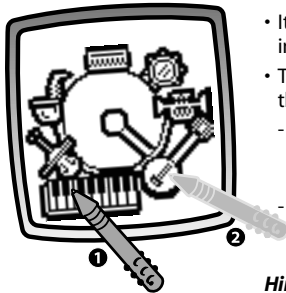
Follow the Sound



- Listen to instrument play (for example, the keyboard is playing).



- Now it's your turn to touch that instrument with the stylus.



- It's Pixter's turn to play two instruments in a specific order.
- Touch the instruments with the stylus in the same order they were played.
 - **If you select correctly**, Pixter will add another instrument to the sequence and you continue playing. **Great job!**
 - **If you select incorrectly**, the instruments fall apart. Let's start again! Try to beat your score the next time.

Hint: You must copy the sequence of the instruments playing. Touch the instruments on the screen with the stylus in the same order in which you heard them play.



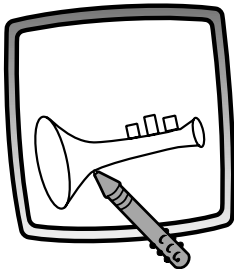
Tool Menu



"Pencil" Tool



Touch for freestyle drawing or writing.



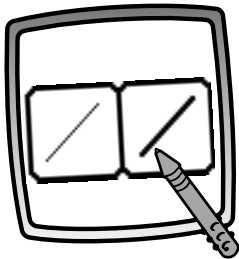
Create your own drawing or write a message with the stylus.



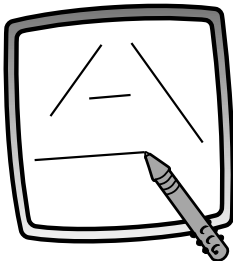
Straight Line



Touch to make a straight line.



Now, choose the line thickness for your “pencil” tool.



Touch the screen with the stylus. Now, drag the stylus on the screen and stop. Look – a straight line!

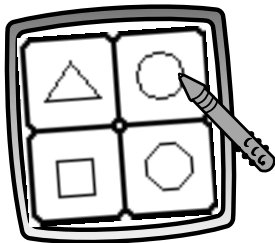
Hint: Make your own shapes or create your own connect-the-dots.



Shape Maker

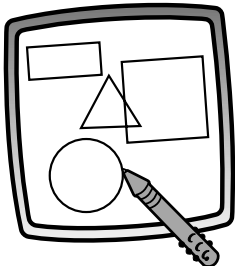


Touch to make shapes.



Now, choose the shape:

- Triangle
- Circle
- Square/rectangle
- Make your own shape!



Touch the screen and drag the stylus to make small or large shapes.

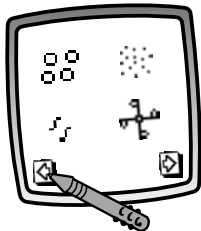
Hint: To make a triangle, touch the screen and drag the stylus to make the base of the triangle. Then, touch the base line with the stylus and drag it to complete the triangle.



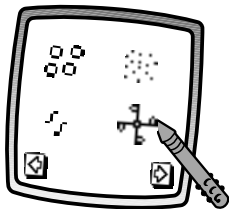
Stamp It!



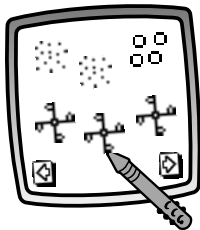
Touch for stamper art.




Touch the arrows on the bottom of the screen with the stylus to see each of the stamper designs.



Touch the screen with the stylus to choose a stamper.



Touch the screen as many times as you like with the stylus for lots of stamper fun!

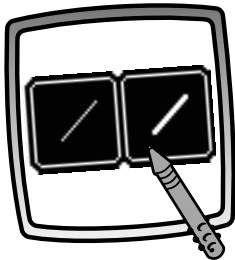
Hint: To choose more than one stamper, simply touch the Stamp It  tool; touch the arrows to scroll through the different stampers; and touch the screen with the stylus to choose a stamper and look – you're back to your activity.



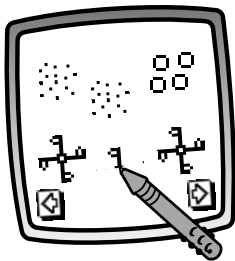
Eraser



Touch to make your stylus an eraser.



Now, choose the line thickness for your eraser.



Use your stylus to erase any part of what's on the screen.



Full Screen Erase



Touch to choose an animated full screen erase with cool sound effects.



Choose: Explosion; Fade-away; Chomping; or Spin-out. Touch the screen with the stylus and watch and listen as your drawing disappears.



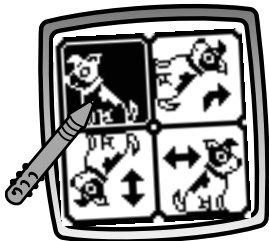
Hint: After using the full screen erase, you're still in the same activity using the same tool.



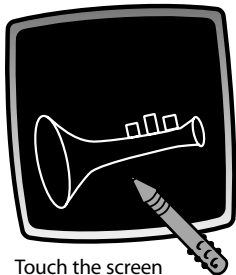
Special Effects Selector



Touch to choose a special effect.



Rotate it, mirror it or switch from white to black or black to white.



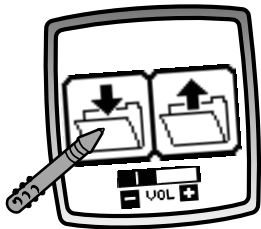
Touch the screen with the stylus and watch your drawing change.






Save It! (and Adjust the Volume)



Touch to save or retrieve your drawing; or adjust the volume (at any time).



Touch **IN** file  to save; touch **OUT** file  to retrieve; touch Volume Control  to increase or decrease volume to a comfortable level.

Hints:

- You can save one picture at a time! Each time you save a picture, it replaces the one already there.
- After you save a picture, it will appear on your screen again. To make a new drawing, choose another activity/tool.



Home



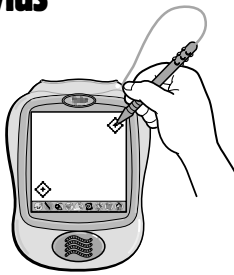
Touch to go back to the Home Screen.






Choose an activity: Instrument Mix-Up,
Sound Sprites, Build-a-Band or Musical Memory.



Calibrating the Stylus



IMPORTANT! The mark made on your screen from the stylus and the location of the tip of the stylus may not align. When this happens, you need to calibrate the stylus.

- Turn Pixter™ power on. Wait until you see the Home Screen.
- Turn Pixter over and locate the calibration hole.
- Insert, push and hold the stylus in the calibration hole. Turn Pixter over so that you can see the screen.
- When you see two , remove the stylus from the calibration hole.
- First touch the  in the upper right corner with the tip of the stylus.
- Then, touch the  in the lower left corner with the tip of the stylus.



Care

- Keep water, sand and dirt off of this cartridge.
- Keep this cartridge away from direct sunlight and excessive heat.
- Do not immerse the cartridge. Simply wipe the outside of the cartridge with a cloth to clean.
- This cartridge has no consumer serviceable parts. Please do not take this cartridge apart.



Consumer Information

Questions? We'd like to hear from you!

Call Fisher-Price® Consumer Relations, toll-free at **1-800-432-KIDS**, 8 AM- 6 PM EST Monday through Friday. Hearing-impaired consumers using TTY/TDD equipment, please call 1-800-382-7470. Or, write to:

Fisher-Price®
Consumer Relations
636 Girard Avenue
East Aurora, New York 14052

For other countries outside the United States:

Canada: call 1-800-567-7724, or write to: Mattel Canada Inc., 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2.

Great Britain: [telephone 01628 500302](tel:01628500302).

Australia: Mattel Australia Pty. Ltd., 658 Church Street, Locked Bag #870, Richmond, Victoria 3121 Australia. Consumer Advisory Service 1300 135 312.

New Zealand: 16-18 William Pickering Drive, Albany 1331, Auckland.



One (1) Year Limited Warranty

Fisher-Price, Inc., 636 Girard Avenue, East Aurora, New York 14052 warrants Pixter™ Music Studio™ is free from all defects in material and workmanship when used under normal conditions for a period of one (1) year from the date of purchase.

Should the product fail to perform properly, we will repair or replace it at our option, free of charge. Purchaser is responsible for shipping the product to Consumer Relations at the address indicated above and for all associated freight and insurance cost. Fisher-Price, Inc. will bear the cost of shipping the repaired or replaced item to you. This warranty is void if the owner repairs or modifies the product. This warranty excludes any liability other than that expressly stated above including but not limited to any incidental or consequential damages.

SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH MAY VARY FROM STATE TO STATE.



Pxter™

MUSIC STUDIO

www.fisher-price.com

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